

Minería de datos y Patrones

Version 2024-I

Local Binary Patterns

[Capítulo 2]

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DSP-ASIC BUILDER GROUP Director Semillero TRIAC Ingenieria Electronica Universidad Popular del Cesar

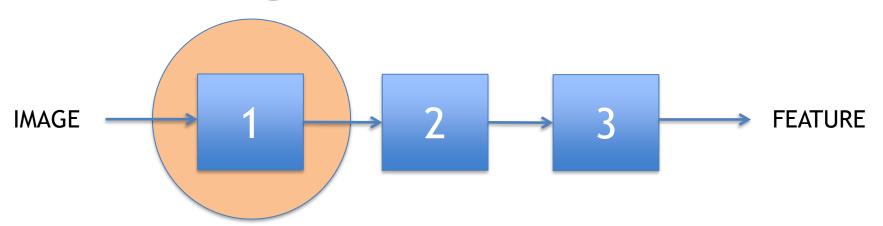
Local Binary Patterns

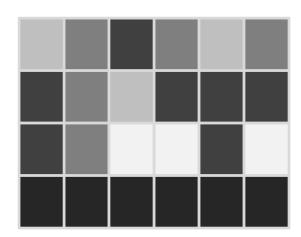
- 1. Coding
- 2. Mapping
- 3. Histogram



Local Binary Patterns

- 1. Coding
- 2. Mapping
- 3. Histogram





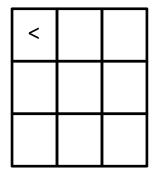
4	6	9	6	4	6
9	6	4	9	9	9
9	6	2	2	9	2
10	10	10	10	10	10

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4	6	9	6	4	6
9	6	4	9	9	9
9	6	2	2	9	2
10	10	10	10	10	10

4	6	9	6	4	6
9	6	4	9	9	9
9	6	2	2	9	2
10	10	10	10	10	10

4	6	9	6	4	6
9	6	4	9	9	9
9	6	2	2	9	2
10	10	10	10	10	10

4	6	9
9	6	4
9	6	2



4	6	9	6	4	6
9	6	4	9	9	9
9	6	2	2	9	2
10	10	10	10	10	10

4	6	9
9	6	4
9	6	2

0	

4	6	9	6	4	6
9	6	4	9	9	9
9	6	2	2	9	2
10	10	10	10	10	10

4	6	9
9	6	4
9	6	2

0	2	

4	6	9	6	4	6
9	6	4	9	9	9
9	6	2	2	9	2
10	10	10	10	10	10

4	6	9
9	6	4
9	6	2

0	1	

4	6	9	6	4	6
9	6	4	9	9	9
9	6	2	2	9	2
10	10	10	10	10	10

4	6	9
9	6	4
9	6	2

0	1	1

4	6	9	6	4	6
9	6	4	9	9	9
9	6	2	2	9	2
10	10	10	10	10	10

4	6	9	
9 (6	4	
9	6	2	

0	1	1
		0

4	6	9	6	4	6
9	6	4	9	9	9
9	6	2	2	9	2
10	10	10	10	10	10

4	6	9
9	6	4
9	6	2

0	1	1
		0
		0

4	6	9	6	4	6
9	6	4	9	9	9
9	6	2	2	9	2
10	10	10	10	10	10

4	6	9
9	6	4
9	6	2

0	1	1
		0
	1	0

4	6	9	6	4	6
9	6	4	9	9	9
9	6	2	2	9	2
10	10	10	10	10	10

4	6	9
9	6	4
9	6	2

0	1	1
		0
1	1	0

4	6	9	6	4	6
9	6	4	9	9	9
9	6	2	2	9	2
10	10	10	10	10	10

4	6	9
9	6	4
9	6	2

0	1	1
1		0
1	1	0

4	6	9	6	4	6
9	6	4	9	9	9
9	6	2	2	9	2
10	10	10	10	10	10

4	6	9
9	6	4
9	6	2

0	1	1
1		0
1	1	0

	1	2	4
x	128	+	8
	64	32	16

= 2+4+32+64+128 = 230

4	6	9	6	4	6
9	6	4	9	9	9
9	6	2	2	9	2
10	10	10	10	10	10

4	6	9
9	6	4
9	6	2

0	1	1
1		0
1	1	0

	1	2	4
x	128	+	8
	64	32	16

= 2+4+32+64+128 = 230

4	6	9	6	4	6
9	6	4	9	9	9
9	6	2	2	9	2
10	10	10	10	10	10



230		

4	6	9
9	6	4
9	6	2

0	1	1
1		0
1	1	0

	1	2	4
x	128	+	8
	64	32	16

4	6	9	6	4	6
9	6	4	9	9	9
9	6	2	2	9	2
10	10	10	10	10	10



230	? ·		

6	9	6
6	4	9
6	2	2

	1	2	4
x	128	+	8
	64	32	16

4	6	9	6	4	6
9	6	4	9	9	9
9	6	2	2	9	2
10	10	10	10	10	10



230	207		

6	9	6
6	4	9
6	2	2

1	1	1
1		1
1	0	0

	1	2	4
х	128	+	8
	64	32	16

4	6	9	6	4	6
9	6	4	9	9	9
9	6	2	2	9	2
10	10	10	10	10	10



230	207	?	

4	6	9	6	4	6
9	6	4	9	9	9
9	6	2	2	9	2
10	10	10	10	10	10



230	207	25	

9	6	4
4	9	9
2	2	9

1	0	0
0		1
0	0	1

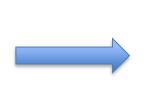
	1	2	4
x	128	+	8
	64	32	16

4	6	9	6	4	6
9	6	4	9	9	9
9	6	2	2	9	2
10	10	10	10	10	10



230	207	25	168	

4	6	9	6	4	6
9	6	4	9	9	9
9	6	2	2	9	2
10	10	10	10	10	10



230	207	25	168	
243				

4	6	9	6	4	6
9	6	4	9	9	9
9	6	2	2	9	2
10	10	10	10	10	10



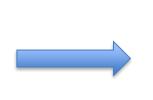
230	207	25	168	
243	255			

4	6	9	6	4	6
9	6	4	9	9	9
9	6	2	2	9	2
10	10	10	10	10	10



230	207	25	168	
243	255	255		

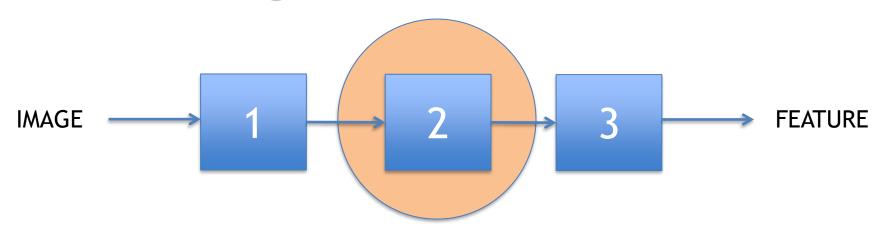
4	6	9	6	4	6
9	6	4	9	9	9
9	6	2	2	9	2
10	10	10	10	10	10

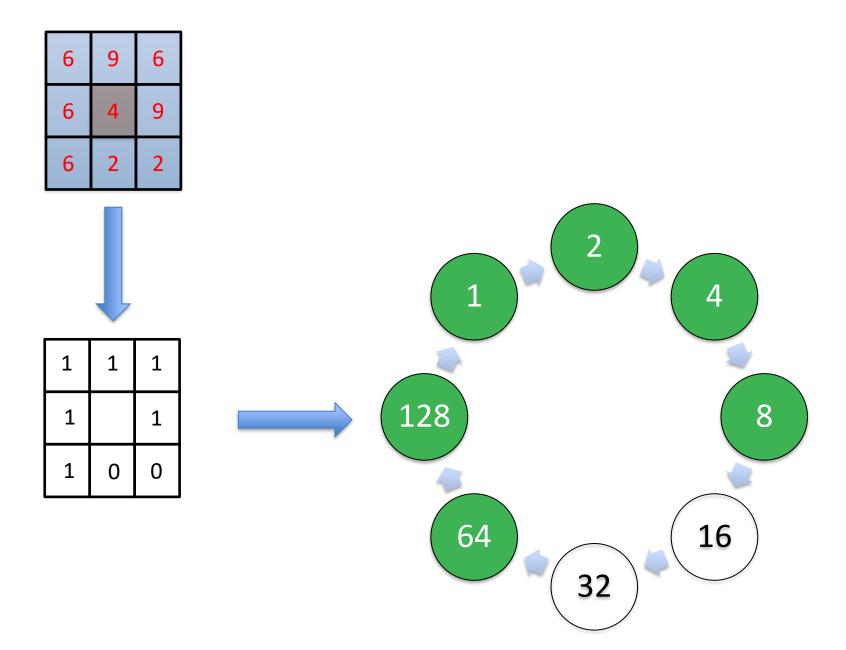


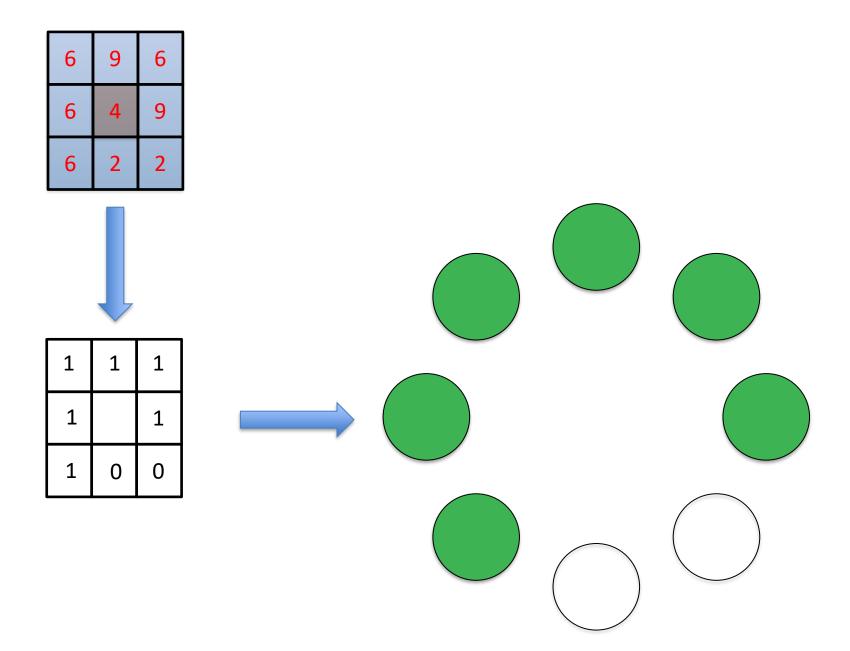
230	207	25	168	
243	255	255	119	

Local Binary Patterns

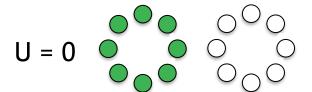
- 1. Coding
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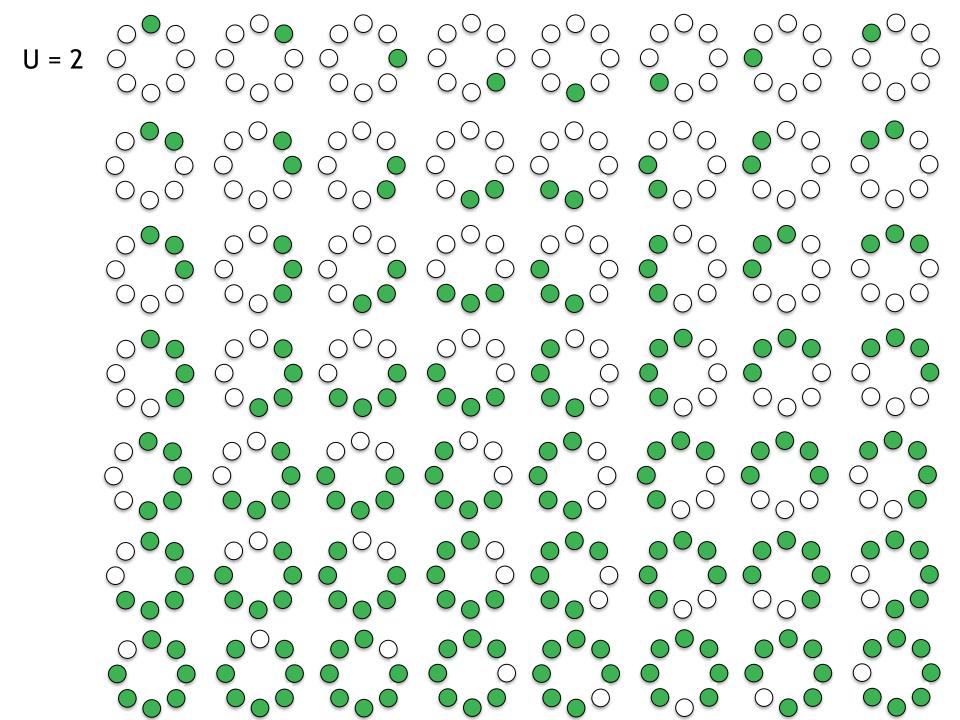






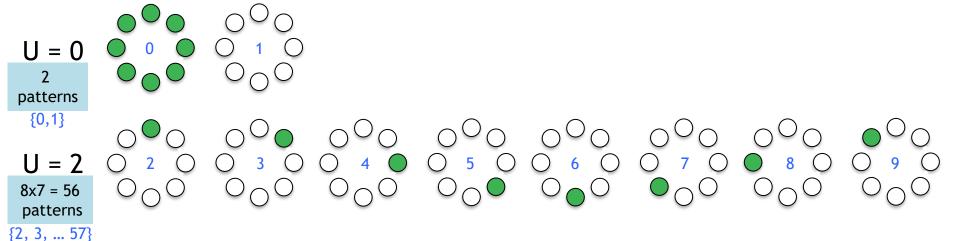
Uniform patterns





Uniform patterns

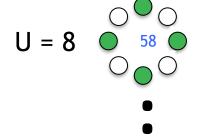
2 + 56 = 58 patterns



Non-uniform patterns

256 -58 = 198 patterns

{58}



4	6	9	6	4	6												
9	6	4	9	9	9		230	207	25	168			58	46	58	58	
9	6	2	2	9	2		243	255	255	119			23	1	1	58	
10	10	10	10	10	10												

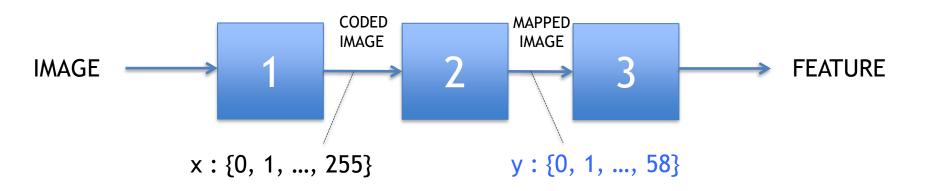
CODED IMAGE

IMAGE

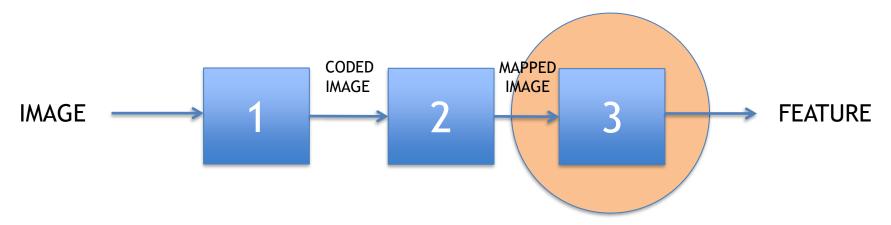
MAPPED

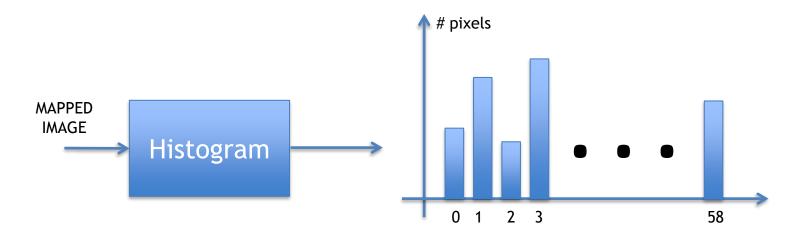
IMAGE

- 1. Coding
- 2. Mapping
- 3. Histogram



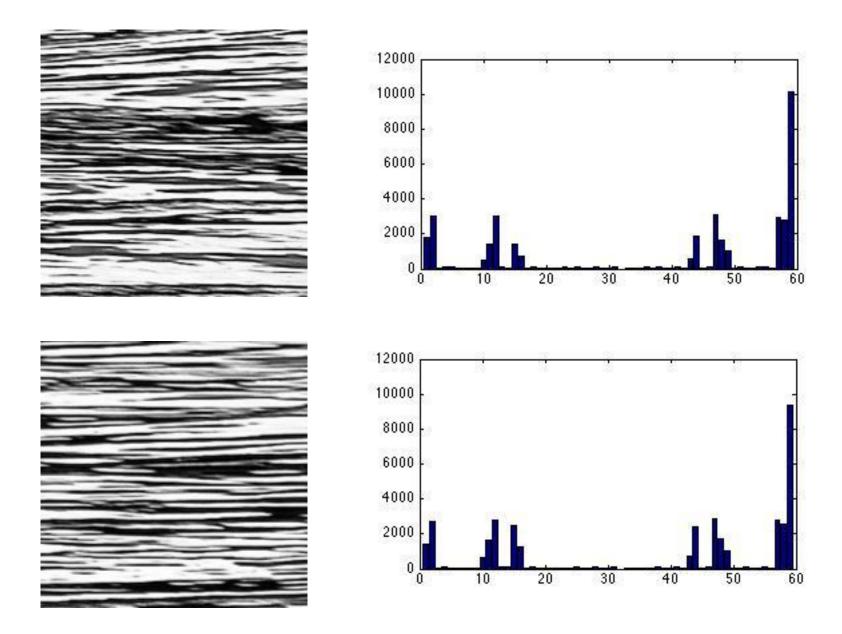
- 1. Coding
- 2. Mapping
- 3. Histogram

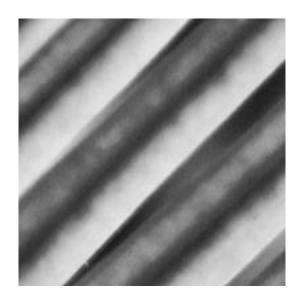


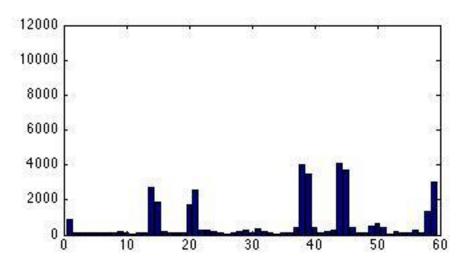


The image is described as a vector of 59 elements. Similar images have similar LBP features!!!

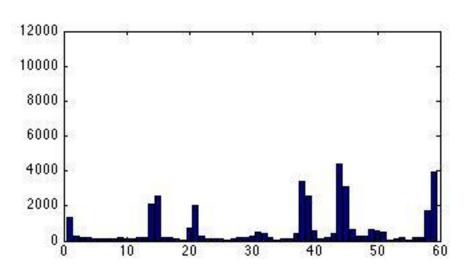
Examples
Texture Images

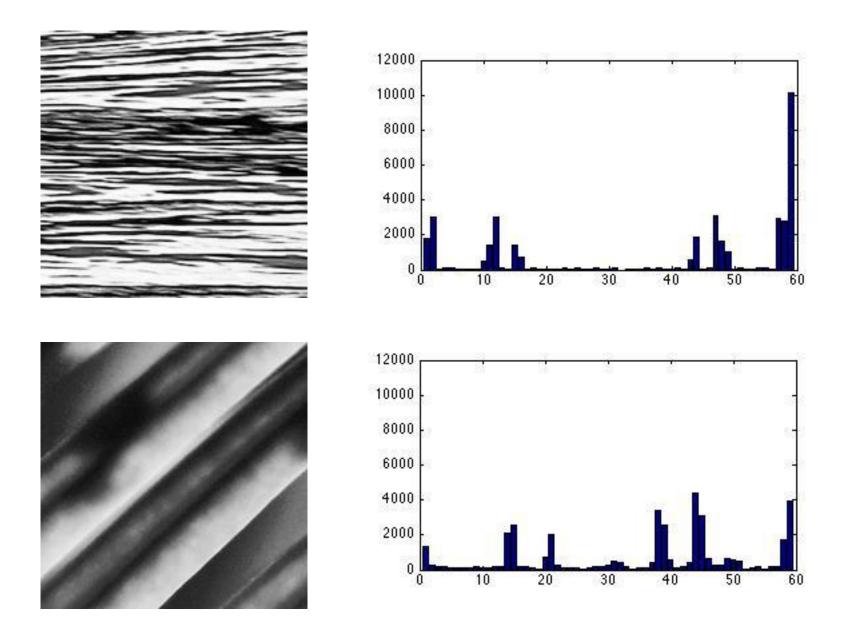


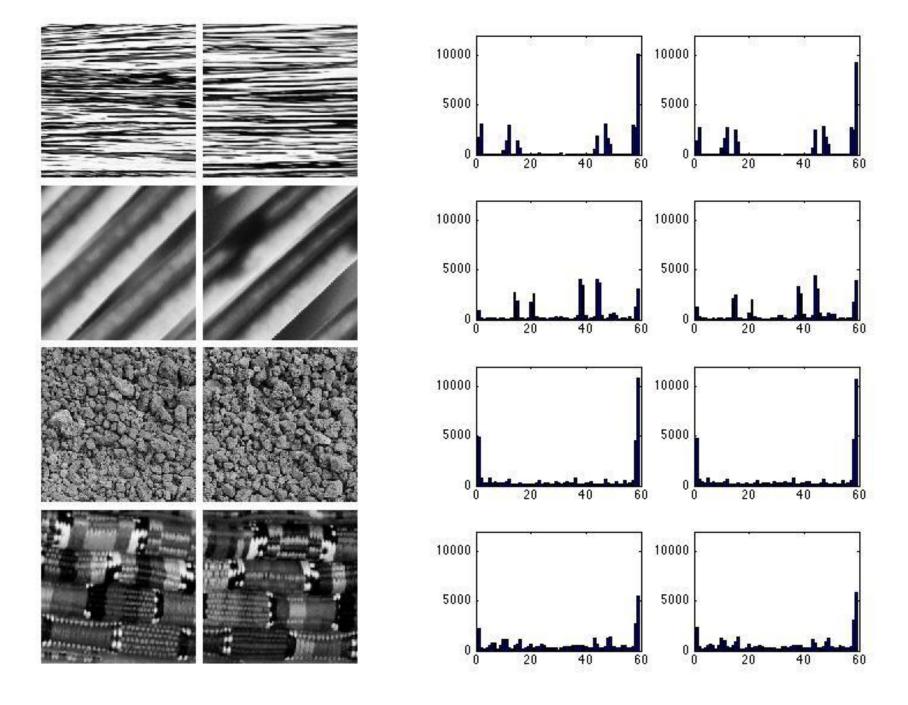


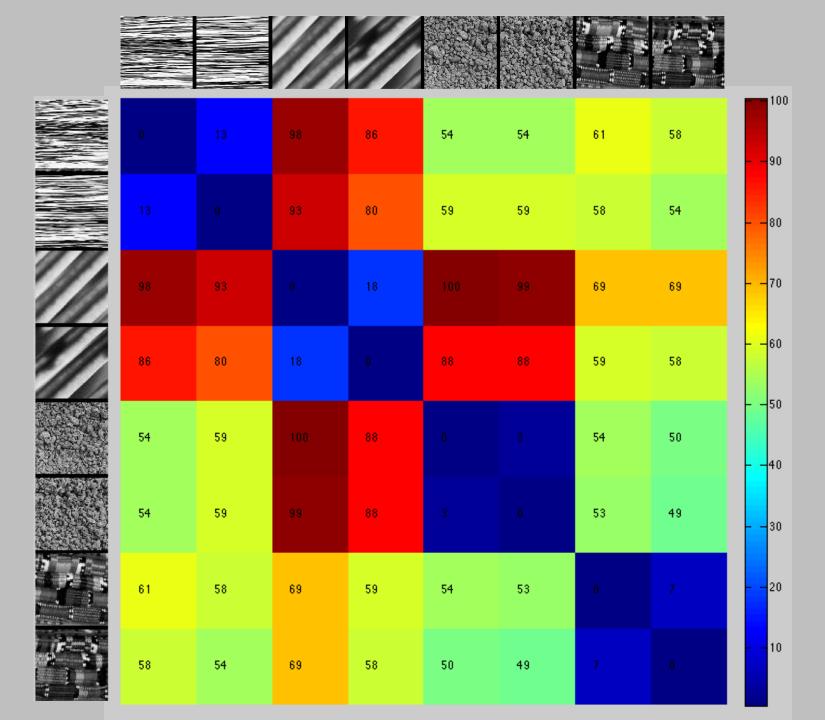












Examples Face Recognition



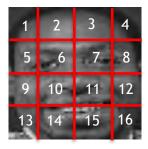
In the training set there are k classes.

For each class we have *n* training images.

In this example there are 40 classes with 9 images each.

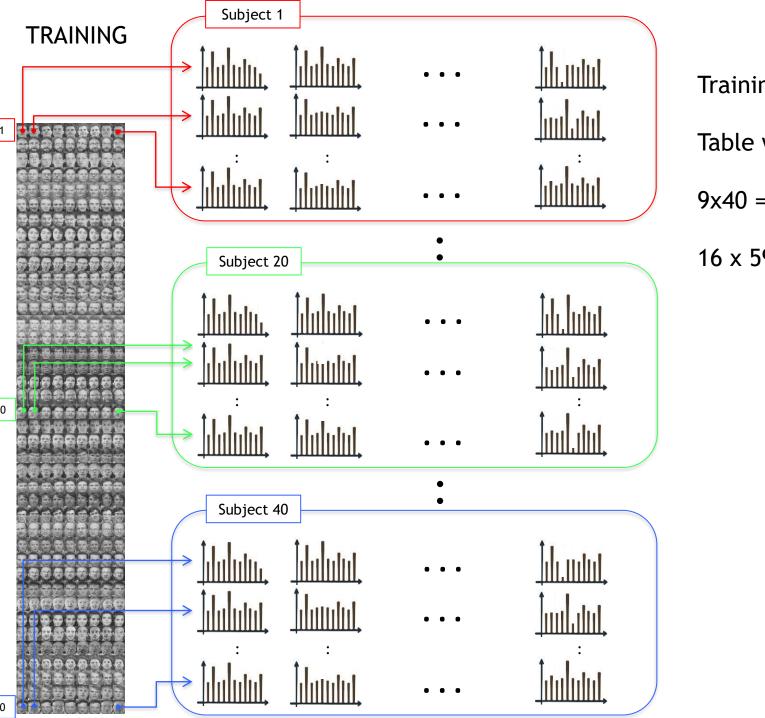
Each image we use w x w partitions

In each partition we extract LBP feature





A face is described using a feature of $16 \times 59 = 944$ elements

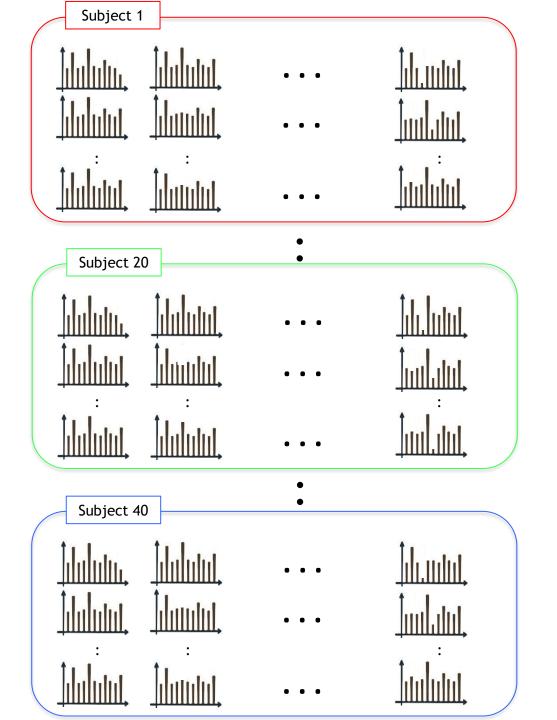


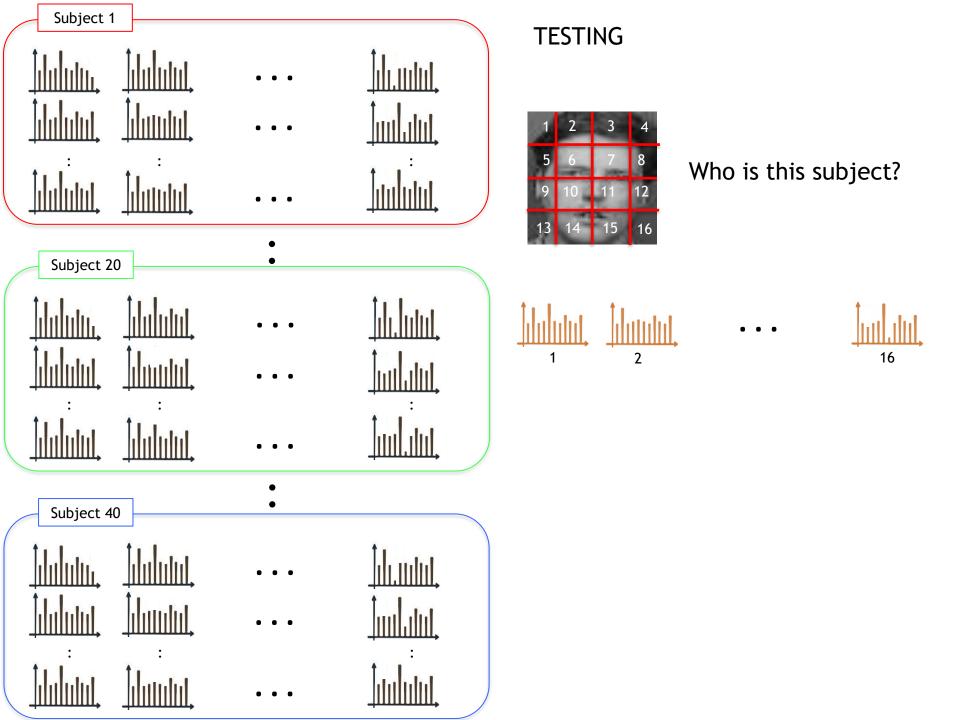
Training Data:

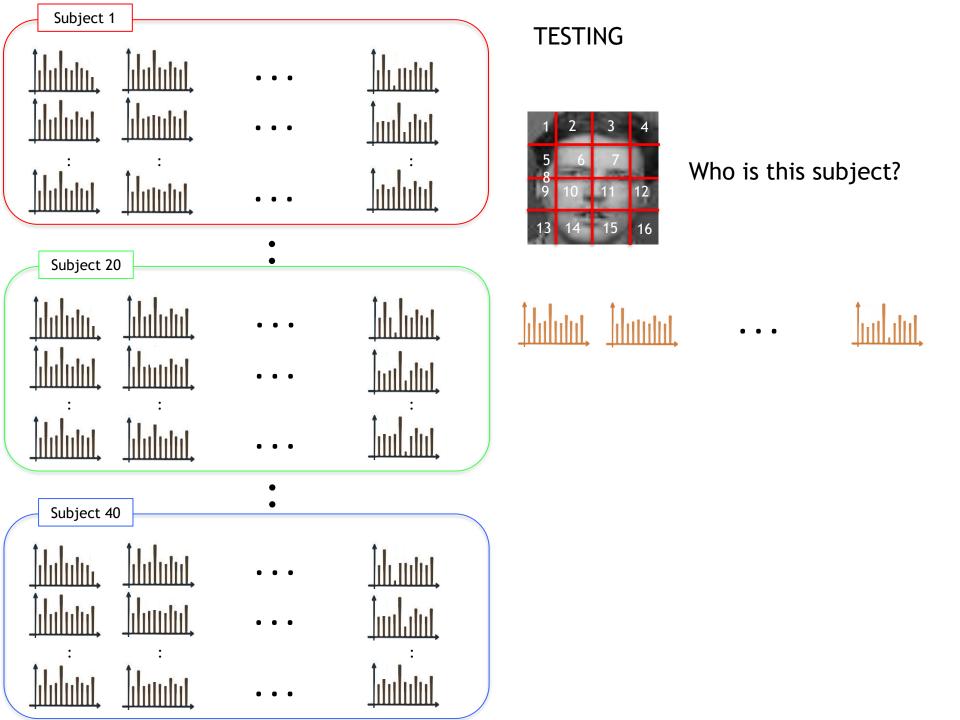
Table with:

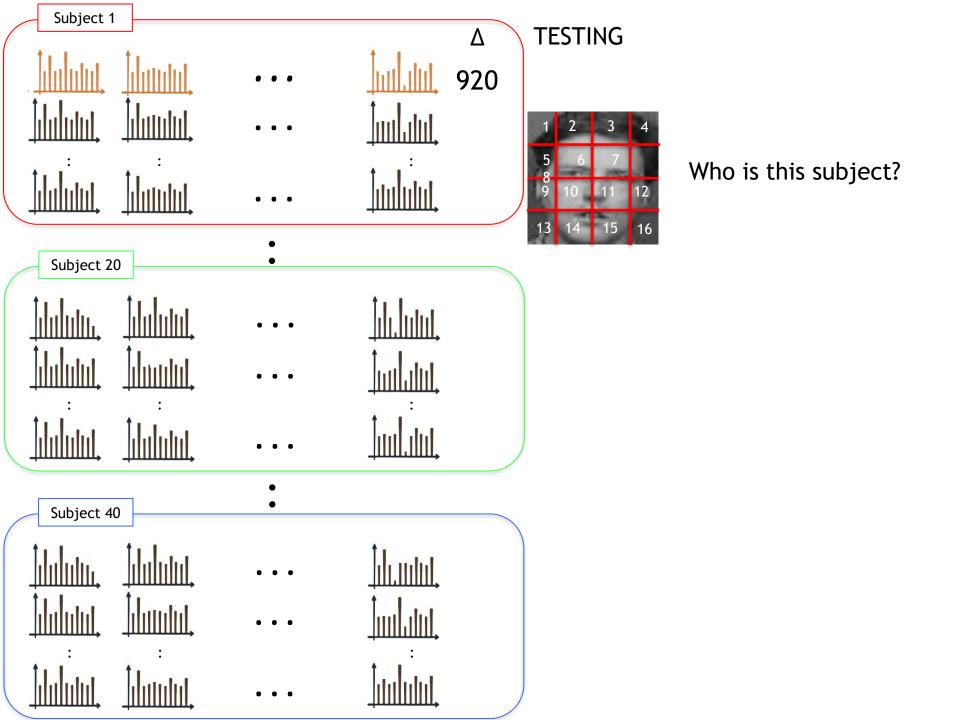
9x40 = 360 rows

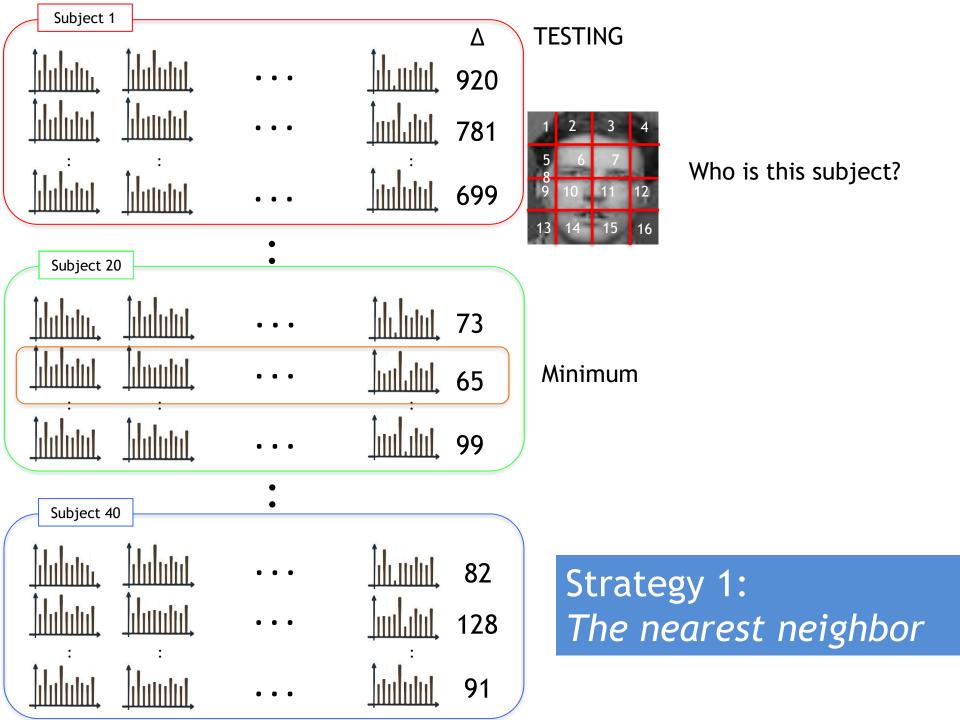
 $16 \times 59 = 944 \text{ columns}$



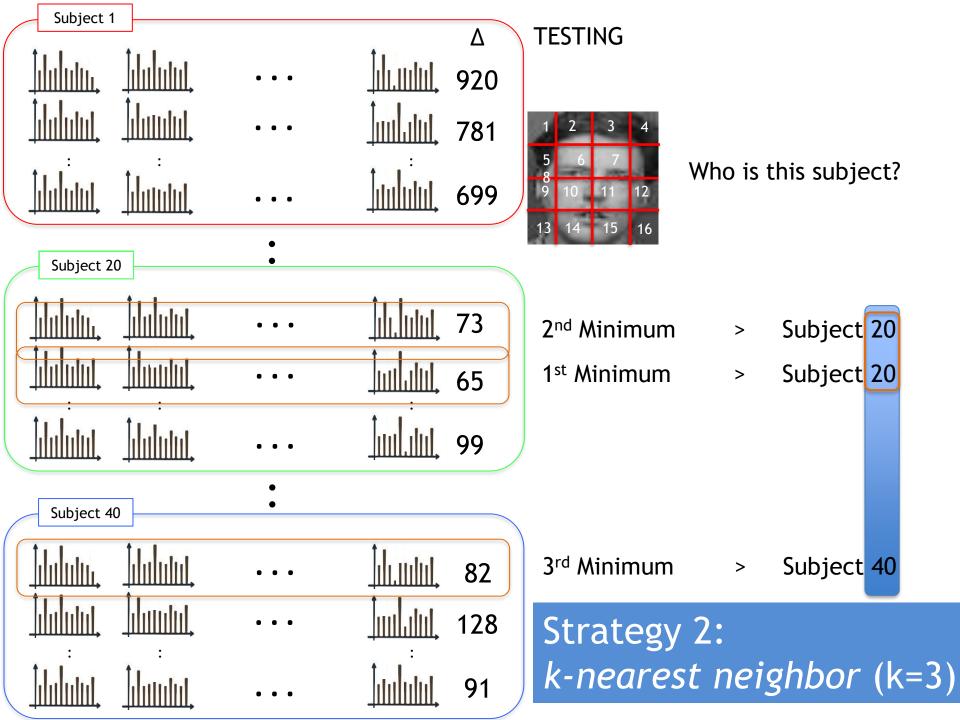








Strategy 2: k - nearest neighbors (knn)



Strategy 3: smallest sample-class distance

